**DonkeyCar/DIYRobocar Race (Time Trial) Rules**

This is a Time Trial, where cars compete for the fastest time around our track (not wheel-to-wheel with other cars). One car is on the track at a time, and it can drive up to three laps, with the fastest lap counted as its official time. The team may take a break between laps to make modifications to the car if they wish and if time permits. The car must run on autopilot (no user input is allowed during the timed lap, except to start and stop the car). If time permits, the team may run a test lap or two to tune any parameters before the timed lap begins.

The time is recorded using our timing equipment with a transponder attached to the car using Velcro. We may make accommodations and adjustments on race day to handle unforeseen timing problems.

The car can be placed anywhere on the track, and started by the team when ready. After the car passes the timing light, the lap begins, and it ends when the car passes the timing light again. The car must stay on the track at all times.

We will place pylons on the inside and/or outside of the track. If the car touches a pylon the lap is a DNF (Did Not Finish) and that lap time doesn’t count (no do-over for that lap either). If the car drives on the wrong side of a pylon it is a DNF. If the car takes more than one minute to complete the lap it is a DNF. If anyone touches the car it is a DNF.

If the timing equipment fails, the car will be given a rerun (that lap is voided and the car can run it again). The Event Master may also declare reruns for other issues such as unexpected obstructions. There will be no reruns for cars that simply have mechanical problems or problems with navigation once they pass the first timing light.

Awards will be presented for podium finishes – first, second, and third fastest times. First place finishers will no longer be eligible to compete for awards in future Time Trials, although they can still compete for fun. Podium finishers are encouraged to compete in the next higher level of competition, which may include object avoidance, wheel-to-wheel racing, clockwise and counterclockwise Time Trials, and other future competitions.

The Event Master has wide leeway in enforcing the rules, and will err on the side of having fun.